

# Application & Extension (Independent Practice)

**Definition:** Activities in which students integrate what they have learned to generate their own language, i.e. communicate

- Criteria:**
- Activities should:
    - Have personal significance
    - Be culturally authentic
    - Include an element of spontaneity
    - Resolve uncertainties or information gaps
    - Have a meaningful purpose
  - Assigns students to groups or individual work
  - Gives students creative tasks for applying new skills
  - Allows students to select or design activities according to their interests
  - Provides students with ample opportunities to practice the language
  - Builds in an interesting or relevant information gap for students to close by using the language
  - Integrates cultural phenomena

**Teacher's role:** Monitor, facilitator, motivator

**Students' role:** Interactive learner, active listener, active participant with independent production

- Examples:**
- Contextualized role playing (situations)
  - Discussions
  - Reports
  - Panels
  - Debates
  - Indirect discourse
  - Introductions
  - Open-ended conversations
  - Summaries (group or individual/oral or written)
  - Skits: role playing

- Original written works (e.g. letters, descriptions, stories)
- Interviews
- A/B activities (pictures, stories) with open-ended answers
  - Many co-operative activities (“telephone”, “partners”, “jigsaw”)
  - Games requiring an exchange of information in a spontaneous format (Who wants to be a millionaire? Jeopardy, Survivor, Wheel of Fortune)
  - Completion of application forms
  - Re-telling stories
  - Show and tell

